Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L17	27	345/472.2.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 16:42
L23	0	("345"/$.ccls. or "382"/$.ccls.) and ((modify$3 near5 (texture adj2 cooridinate)) and (interpolat$3 near5 fragment))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 16:42
L27	208	345/472.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 16:42
L28	0	345/472.ccls. and ((modify$3 near5 (texture adj2 cooridinate)) and (interpolat$3 near5 fragment))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 16:42
L25	172	("345"/$.ccls. or "382"/$.ccls.) and ((modify$3 near5 (texture)))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:34
L26	65	L25 and (offset)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:34
L24	0	("345"/$.ccls. or "382"/$.ccls.) and ((modify$3 near5 (texture adj2 cooridinate)))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:33
L13	0	("345"/$.ccls. or "382"/$.ccls.) and (((multiply$3 or multiplication) near7 angle) and (texel same bias))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:32
L22	10	"6005593".pn. or "6057850".pn. or "6259462".pn. or "6283857".pn. or "6157386".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:29
L16	74	345/648.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:25
L18	25	345/669.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:25

L19	110	345/671.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:25
L20	84	345/587.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:25
L21	33	348/63.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:25
L15	69	345/647.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:24
L14	61	345/646.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23
S73	57	345/647.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23
S74	70	345/648.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23
S75	26	345/472.2.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23
S76	24	345/669.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23
S77	107	345/671.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23
S78	74	345/587.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23
S79	32	348/63.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:23

L12	1	("345"/$.ccls. or "382"/$.ccls.) and (((multiply$3 or multiplication) near7 angle) and (texel same offset))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:22
S72	54	345/646.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:22
L8	0	("345"/$.ccls. or "382"/$.ccls.) and (multiply near7 (angle and (vertex or vertices)) and (texel same offset))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:21
L9	0	("345"/$.ccls. or "382"/$.ccls.) and (multiply$3 near7 (angle and (vertex or vertices)) and (texel same offset))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:21
L10	0	("345"/$.ccls. or "382"/$.ccls.) and (multiplication near7 (angle and (vertex or vertices)) and (texel same offset))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:21
L11	0	("345"/$.ccls. or "382"/$.ccls.) and (bias near7 (angle and (vertex or vertices)) and (texel same offset))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:21
L7	4	("345"/$.ccls. or "382"/$.ccls.) and (interpolat$3 near7 (angle and (vertex or vertices)) and (texel same offset))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:20
L3	27	(("345"/$.ccls. or "382"/$.ccls.) and (magnif$5 near7 (polygon or primitive))) and (viewpoint or (view adj3 point) or angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 15:15
L6	86	345/582.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 14:59
L2	20	345/428.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 14:58
L4	30	("345"/$.ccls. or "382"/$.ccls.) and (magnif$5 near7 (polygon or primitive))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 14:58
L5	59	(345/582.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)) and (viewpoint or "view point" or eyepoint or "eye point" or angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/20 14:58

S115	4	382/298.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:46
S119	1	345/423.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:45
S120	3	345/660.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:45
S111	27	345/582.ccls. and (viewpoint and polygon and vertex and texel and offset)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:31
S80	3	345/660.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30
S82	1	345/423.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30
S83	19	345/428.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30
S84	76	345/582.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30
S85	52	(345/582.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)) and (viewpoint or "view point" or eyepoint or "eye point" or angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30
S87	4	382/298.ccls. and ((zoom$3 or enlarg$3 or magnif$5) same texture)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30
S93	25	("345"/$.ccls. or "382"/$.ccls.) and (magnif$5 near7 (polygon or primitive))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30
S94	22	(("345"/$.ccls. or "382"/$.ccls.) and (magnif$5 near7 (polygon or primitive))) and (viewpoint or (view adj3 point) or angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:30

S97	146	382/255.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:28
S112	156	382/255.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:28
S110	15	dawson-thomas-patrick.in.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:26
S71	10	dawson-thomas-patrick.in.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/11/19 15:21
S95	2	"5760783".pn.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/10 15:40
S96	0	345/430.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/10 15:40
S91	362	(image near3 (magnif$5 or zoom$3 or enlarg$5)) and ("view point" or viewpoint or "eye point" or eyepoint or "view angle") and (polygon or primitive)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 12:02
S92	156	((image near3 (magnif$5 or zoom$3 or enlarg$5)) and ("view point" or viewpoint or "eye point" or eyepoint or "view angle") and (polygon or primitive)) and texture	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 12:02
S1	6	dawson-thomas-patrick.in.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 12:00
S90	46	(((zoom$3 or magnif$5) and ("view point" or viewpoint or "eye point" or eyepoint or "view angle") and (polygon or primitive) and texture) and (offset or multipl$5)) and (("u" and "v") near5 coordinate)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 11:06
S88	392	(zoom$3 or magnif$5) and ("view point" or viewpoint or "eye point" or eyepoint or "view angle") and (polygon or primitive) and texture	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 11:05

S89	350	((zoom$3 or magnif$5) and ("view point" or viewpoint or "eye point" or eyepoint or "view angle") and (polygon or primitive) and texture) and (offset or multipl$5)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 11:05
S86	12	(magnif$5 adj3 lens) same texture	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 08:32
S81	2	"20030117410"	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 07:53
S66	31	348/63.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/07 07:35
S67	70	345/587.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 16:36
S64	70	345/648.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 16:03
S65	26	345/472.2.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 16:03
S68	104	345/671.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 16:03
S69	24	345/669.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 16:03
S62	51	345/646.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 16:02
S63	53	345/647.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 16:02
S70	9	dawson-thomas-patrick.in.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/05/06 15:57

S30	100	345/671.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:31
S40	60	345/587.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:31
S45	30	348/63.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:31
S7	43	345/646.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:30
S8	48	345/647.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:30
S9	68	345/648.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:30
S10	64	345/648.ccls. not (345/646.ccls. or 345/647.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:30
S11	25	345/472.2.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:30
S27	22	345/669.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:30
S61	65	345/648.ccls. not (345/646.ccls. or 345/647.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 15:30
S60	6	(polygon same surface same (magnify or magnificat$3)) and ("345"/$.ccls. or "382"/$.ccls.)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 14:26
S58	184	polygon same surface same (magnify or magnificat$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 14:25

S59	9	dawson-thomas-patrick.in.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2004/01/23 14:25
S56	56	(345/428.ccls. and (viewpoint or "camera angle")) not (345/428.ccls. and (magnify$3 or magnification or zoom$3))	US-PGPUB; USPAT; DERWENT	OR	OFF	2003/09/08 13:57
S57	2	"4790028".pn.	US-PGPUB; USPAT; DERWENT	OR	OFF	2003/09/08 13:57
S55	79	345/428.ccls. and (viewpoint or "camera angle")	US-PGPUB; USPAT; DERWENT	OR	OFF	2003/09/08 08:59
S54	91	345/428.ccls. and (magnify$3 or magnification or zoom$3)	US-PGPUB; USPAT; DERWENT	OR	OFF	2003/09/08 08:44
S53	391	345/428.ccls.	US-PGPUB; USPAT; DERWENT	OR	OFF	2003/09/08 08:43
S51	15	(US-6191793-$ or US-6236405-$ or US-6456745-$ or US-6230170-$ or US-6563508-$ or US-6072501-$ or US-5670984-$ or US-4682217-$ or US-4790028-$ or US-4800379-$ or US-6572476-$ or US-6515678-$ or US-6597363-$ or US-6456287-$).did. or (US-20020000998-$).did.	US-PGPUB; USPAT	OR	OFF	2003/09/05 13:37
S52	4	((US-6191793-$ or US-6236405-$ or US-6456745-$ or US-6230170-$ or US-6563508-$ or US-6072501-$ or US-5670984-$ or US-4682217-$ or US-4790028-$ or US-4800379-$ or US-6572476-$ or US-6515678-$ or US-6597363-$ or US-6456287-$).did. or (US-20020000998-$).did.) and (angle and polygon)	US-PGPUB; USPAT; DERWENT	OR	OFF	2003/09/05 13:37
S49	0	382/298.ccls. and ((magnify$3 or magnification) and texel)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:11
S50	11	(382/298.ccls. and ((magnify$3 or magnification) and polygon)) and (382/298.ccls. and ((magnify$3 or magnification) and angle))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:11

S46	583	382/298.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:10
S47	26	382/298.ccls. and ((magnify$3 or magnification) and polygon)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:10
S48	67	382/298.ccls. and ((magnify$3 or magnification) and angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:10
S44	0	("6005593".pn. or "6057850".pn. or "6259462".pn. or "6283857". pn. or "6157386".pn.) and (magnify$3 or magnification)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:03
S42	0	("6005593".pn. or "6057850".pn. or "6259462".pn. or "6283857". pn. or "6157386".pn.) and ((magnify$3 or magnification) and angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:01
S43	0	("6005593".pn. or "6057850".pn. or "6259462".pn. or "6283857". pn. or "6157386".pn.) and ((magnify$3 or magnification) and polygon)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 13:01
S38	310	345/423.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:36
S39	13	345/423.ccls. and (magnify$3 or magnification)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:36
S37	14	(345/582.ccls. and ((magnify$3 or magnification) and polygon)) not (345/582.ccls. and ((magnify$3 or magnification) and angle))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:35
S35	15	345/582.ccls. and ((magnify$3 or magnification) and angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:27
S36	26	345/582.ccls. and ((magnify$3 or magnification) and polygon)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:27
S34	2	345/671.ccls. and polygon	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:23

S32	0	345/671.ccls. and ((polygon near7 vertex) and angle)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:21
S33	0	345/671.ccls. and ((polygon and angle))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 11:21
S31	42	(magnify$3 or magnification) and (angle or viewpoint or "camera view") and polygon and texel	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 09:41
S29	105	345/660.ccls. and (magnify$3 or magnification)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 09:24
S28	2	refractive adj transparency	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 09:18
S25	31	345/472.ccls. and (magnify$3 or magnification)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 09:09
S26	410	345/660.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 09:09
S24	191	345/472.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 09:01
S20	1	"4532605".PN.	USPAT	OR	OFF	2003/09/05 09:00
S21	1	"4366475".PN.	USPAT	OR	OFF	2003/09/05 09:00
S22	1	"4257044".PN.	USPAT	OR	OFF	2003/09/05 09:00
S23	1	"3499760".PN.	USPAT	OR	OFF	2003/09/05 09:00
S19	1	"5341466".PN.	USPAT	OR	OFF	2003/09/05 08:59
S17	1	"4885702".PN.	USPAT	OR	OFF	2003/09/05 08:58
S18	1	"5339390".PN.	USPAT	OR	OFF	2003/09/05 08:58
S16	1	"4800379".PN.	USPAT	OR	OFF	2003/09/05 08:57
S15	1	"4790028".PN.	USPAT	OR	OFF	2003/09/05 08:56
S14	1	"4682217".PN.	USPAT	OR	OFF	2003/09/05 08:55
S13	1	"4384338".PN.	USPAT	OR	OFF	2003/09/05 08:54

S12	10	345/472.2.ccls. and (magnify$3 or magnification)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 08:49
S6	4	("345"/$.ccls or "382"/$.ccls.) and (((magnify$3 or magnification or zoom$3) adj effect) and ("camera view" or "eye point" or "viewpoint"))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 08:06
S4	44	("345"/$.ccls or "382"/$.ccls.) and ((magnify$3 or magnification or zoom$3) adj effect)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/05 08:02
S5	44	(("345"/$.ccls or "382"/$.ccls.) and ((magnify$3 or magnification or zoom$3) adj effect)) not (345/582.ccls. and (magnify$3 or magnification or zoom$3))	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/04 16:43
S3	1203	(magnify$3 or magnification or zoom$3) adj effect	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/04 16:22
S2	56	345/582.ccls. and (magnify$3 or magnification or zoom$3)	US-PGPUB; USPAT; EPO; JPO; DERWENT	OR	ON	2003/09/04 16:21

Searching PAJ

MENU | NEWS | HELP

Search Results : 0

Clear

Text Search If you want to conduct a Number Search, please click on the button to the right. Number Search

Applicant,Title of invention,Abstract --- e.g. computer semiconductor

If you use the AND/OR operation, please leave a SPACE between keywords.

One letter word or Stopwords are not searchable.

viewpoint angle texel AND

AND

AND

AND

AND

Date of publication of application --- e.g.19980401 - 19980405

-

AND

IPC --- e.g. D01B7/04 A01C11/02

If you use the OR operation, please leave a SPACE between keywords.

Search | Stored data

Terms used **viewpoint angle texture effect offset**

Found **98** of **145,831**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

☐ Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 20 of 98

Result page: **1** 2 3 4 5 next

Relevance scale ☐ ▬ ▬ ▬ ■

1 Steerable illumination textures

Michael Ashikhmin, Peter Shirley

January 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 1

Full text available: pdf(4.52 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce a new set of illumination basis functions designed for lighting bumpy surfaces. This lighting includes shadowing and interreflection. To create an image with a new light direction, only a linear combination of precomputed textures is required. This is possible by using a carefully selected set of steerable basis functions. Steerable basis lights have the property that they allow lights to move continuously without jarring visual artifacts. The new basis lights are shown to produce i ...

Keywords: Bump mapping, displacement mapping, relighting, steerable functions, textures

2 Modeling and rendering architecture from photographs: a hybrid geometry- and image-based approach

Paul E. Debevec, Camillo J. Taylor, Jitendra Malik

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(251.64 KB) Additional Information: full citation, references, citings, index terms

3 View planning for automated three-dimensional object reconstruction and inspection

William R. Scott, Gerhard Roth, Jean-François Rivest

March 2003 **ACM Computing Surveys (CSUR)**, Volume 35 Issue 1

Full text available: pdf(517.25 KB) Additional Information: full citation, abstract, references, index terms

Laser scanning range sensors are widely used for high-precision, high-density three-dimensional (3D) reconstruction and inspection of the surface of physical objects. The process typically involves planning a set of views, physically altering the relative object-sensor pose, taking scans, registering the acquired geometric data in a common coordinate frame of reference, and finally integrating range images into a nonredundant model. Efficiencies could be achieved by automating or semiautomating ...

Keywords: View planning, object inspection, object reconstruction, range images

4 Lightfield acquisition & display: A stereo display prototype with multiple focal distances

Kurt Akeley, Simon J. Watt, Ahna Reza Girshick, Martin S. Banks

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(304.43 KB) Additional Information: full citation, abstract, references, index terms

Typical stereo displays provide incorrect focus cues because the light comes from a single surface. We describe a prototype stereo display comprising two independent fixed-viewpoint volumetric displays. Like autostereoscopic volumetric displays, fixed-viewpoint volumetric displays generate near-correct focus cues without tracking eye position, because light comes from sources at the correct focal distances. (In our prototype, from three image planes at different physical distances.) Unlike autos ...

Keywords: graphics hardware, hardware systems, optics, user-interface hardware, virtual reality

5 Session P3: volume visualization I: Interactive translucent volume rendering and procedural modeling

Joe Kniss, Simon Premoze, Charles Hansen, David Ebert
October 2002 **Proceedings of the conference on Visualization '02**

Full text available: pdf(37.78 MB) Additional Information: full citation, abstract, references, citings, index terms

Direct volume rendering is a commonly used technique in visualization applications. Many of these applications require sophisticated shading models to capture subtle lighting effects and characteristics of volumetric data and materials. Many common objects and natural phenomena exhibit visual quality that cannot be captured using simple lighting models or cannot be solved at interactive rates using more sophisticated methods. We present a simple yet effective interactive shading model which capt ...

Keywords: procedural modeling, shading model, volume modeling, volume rendering

6 View-dependent geometry

Paul Rademacher
July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(979.62 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D animation, 3D blending, animation systems, cartoon animation, non-photorealistic rendering, rendering

7 View interpolation for image synthesis

Shenchang Eric Chen, Lance Williams
September 1993 **Proceedings of the 20th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.18 MB) Additional Information: full citation, references, citings, index terms

Keywords: image morphing, incremental rendering, interpolation, motion blur, motion compensation, real-time display, shadow, virtual holography, virtual reality

8 Image-based 3D photography using opacity hulls

Wojciech Matusik, Hanspeter Pfister, Addy Ngan, Paul Beardsley, Remo Ziegler, Leonard McMillan
July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(27.14 MB) Additional Information: full citation, abstract, references, citings, index terms

We have built a system for acquiring and displaying high quality graphical models of objects that are impossible to scan with traditional scanners. Our system can acquire highly

specular and fuzzy materials, such as fur and feathers. The hardware set-up consists of a turntable, two plasma displays, an array of cameras, and a rotating array of directional lights. We use multi-background matting techniques to acquire alpha mattes of the object from multiple viewpoints. The alpha mattes are used to ...

Keywords: 3D photography, image-based rendering

9 Technical session 8: compression, streaming, and retrival of 3D objects: Optimized mesh and texture multiplexing for progressive textured model transmission

Sheng Yang, Chao-Hua Lee, C.-C. Jay Kuo

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Full text available: pdf(2.55 MB) Additional Information: full citation, abstract, references, index terms

An optimized scheme of multiplexing coded mesh and texture data to facilitate progressive transmission of 3D textured models is proposed in this work. The mesh and texture data of a 3D textured model are fed into their respective compression modules and represented by a series of levels of details. Then, for a given viewpoint, a rate-distortion surface can be generated based on the multiplexing of mesh and texture data in different details. The distortion is calculated by measuring the visual ...

Keywords: mesh-texture multiplexing, progressive transmission, rate-distortion surface

10 Papers: managing user interaction: Boom chameleon: simultaneous capture of 3D viewpoint, voice and gesture annotations on a spatially-aware display

Michael Tsang, George W. Fitzmaurice, Gordon Kurtenbach, Azam Khan, Bill Buxton

October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.22 MB) mov(329.00 bytes) wmv(329.00 bytes) Additional Information: full citation, abstract, references, citings, index terms

We introduce the *Boom Chameleon*, a novel input/output device consisting of a flat-panel display mounted on a tracked mechanical boom. The display acts as a physical window into 3D virtual environments, through which a one-to-one mapping between real and virtual space is preserved. The Boom Chameleon is further augmented with a touch-screen and a microphone/speaker combination. We present a 3D annotation application that exploits this unique configuration in order to simultaneously capture ...

Keywords: 3D navigation, annotation, gesture, spatially-aware display, voice

11 Capture from images: Protected interactive 3D graphics via remote rendering

David Koller, Michael Turitzin, Marc Levoy, Marco Tarini, Giuseppe Croccia, Paolo Cignoni, Roberto Scopigno

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(368.19 KB) Additional Information: full citation, abstract, references, index terms

Valuable 3D graphical models, such as high-resolution digital scans of cultural heritage objects, may require protection to prevent piracy or misuse, while still allowing for interactive display and manipulation by a widespread audience. We have investigated techniques for protecting 3D graphics content, and we have developed a remote rendering system suitable for sharing archives of 3D models while protecting the 3D geometry from unauthorized extraction. The system consists of a 3D viewer clien ...

Keywords: 3D models, digital rights management, remote rendering, security

12 Layered depth images

Jonathan Shade, Steven Gortler, Li-wei He, Richard Szeliski

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(584.98 KB) Additional Information: full citation, references, citings, index terms

13 Color gamut mapping and the printing of digital color images

Maureen C. Stone, William B. Cowan, John C. Beatty

October 1988 **ACM Transactions on Graphics (TOG)**, Volume 7 Issue 4

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Principles and techniques useful for calibrated color reproduction are defined. These results are derived from a project to take digital images designed on a variety of different color monitors and accurately reproduce them in a journal using digital offset printing. Most of the images printed were reproduced without access to the image as viewed in its original form; the color specification was derived entirely from calorimetric specification. The techniques described here are not specific ...

14 The office of the future: a unified approach to image-based modeling and spatially immersive displays

Ramesh Raskar, Greg Welch, Matt Cutts, Adam Lake, Lev Stesin, Henry Fuchs

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(2.00 MB) Additional Information: full citation, references, citings, index terms

Keywords: autocalibration, calibration, depth, display, image-based modeling, image-based rendering, intensity blending, projection, range, reflectance, spatially immersive display, virtual environments

15 High resolution virtual reality

Michael Deering

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: pdf(4.27 MB) Additional Information: full citation, references, citings, index terms

Keywords: head-tracking, stereoscopic display, virtual reality

16 Two-phase perspective ray casting for interactive volume navigation

Martin Brady, Kenneth Jung, H. T. Nguyen, Thinh Nguyen

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(983.33 KB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: 3D medical imaging, scientific visualization, texture mapping, volume navigation, volume rendering

17 Interactive multiresolution hair modeling and editing

Tae-Yong Kim, Ulrich Neumann

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(9.63 MB) Additional Information: full citation, abstract, references, citings, index terms

Human hair modeling is a difficult task. This paper presents a constructive hair modeling system with which users can sculpt a wide variety of hairstyles. Our Multiresolution Hair Modeling (MHM) system is based on the observed tendency of adjacent hair strands to form clusters at multiple scales due to static attraction. In our system, initial hair designs are quickly created with a small set of hair clusters. Refinements at finer levels are achieved by subdividing these initial hair clusters. U ...

Keywords: generalized cylinders, hair modeling, hair rendering, level of detail, multiresolution modeling

18 Three-dimensional medical imaging: algorithms and computer systems

M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Full text available: pdf(7.38 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

19 Real-time rendering: Interactive rendering of suggestive contours with temporal coherence

Doug DeCarlo, Adam Finkelstein, Szymon Rusinkiewicz
June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(382.84 KB) Additional Information: full citation, abstract, references

Line drawings can convey shape using remarkably minimal visual content. Suggestive contours, which are lines drawn at certain types of view-dependent surface inflections, were proposed recently as a way of improving the effectiveness of computer-generated line drawings. This paper extends previous work on static suggestive contours to dynamic and real-time settings. We analyze movement of suggestive contours with respect to changes in viewpoint, and offer techniques for improving the quality of ...

Keywords: contours, differential geometry, graphics hardware, line drawings, non-photorealistic rendering, silhouettes

20 Interactive ray tracing

Steven Parker, William Martin, Peter-Pike J. Sloan, Peter Shirley, Brian Smits, Charles Hansen
April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**

Full text available: pdf(954.25 KB) Additional Information: full citation, references, citings, index terms

Keywords: parallel systems, ray tracing, shading models

Terms used **viewpoint angle texel effect offset**

Found **10** of **145,831**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

☐ Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 10 of 10

Relevance scale

1 Session P3: volume visualization I: Interactive translucent volume rendering and procedural modeling

Joe Kniss, Simon Premoze, Charles Hansen, David Ebert

October 2002 **Proceedings of the conference on Visualization '02**

Full text available: pdf(37.78 MB) Additional Information: full citation, abstract, references, citings, index terms

Direct volume rendering is a commonly used technique in visualization applications. Many of these applications require sophisticated shading models to capture subtle lighting effects and characteristics of volumetric data and materials. Many common objects and natural phenomena exhibit visual quality that cannot be captured using simple lighting models or cannot be solved at interactive rates using more sophisticated methods. We present a simple yet effective interactive shading model which capt ...

Keywords: procedural modeling, shading model, volume modeling, volume rendering

2 Steerable illumination textures

Michael Ashikhmin, Peter Shirley

January 2002 **ACM Transactions on Graphics (TOG)**, Volume 21 Issue 1

Full text available: pdf(4.52 MB) Additional Information: full citation, abstract, references, citings, index terms

We introduce a new set of illumination basis functions designed for lighting bumpy surfaces. This lighting includes shadowing and interreflection. To create an image with a new light direction, only a linear combination of precomputed textures is required. This is possible by using a carefully selected set of steerable basis functions. Steerable basis lights have the property that they allow lights to move continuously without jarring visual artifacts. The new basis lights are shown to produce i ...

Keywords: Bump mapping, displacement mapping, relighting, steerable functions, textures

3 Real-time rendering: Interactive rendering of suggestive contours with temporal coherence

Doug DeCarlo, Adam Finkelstein, Szymon Rusinkiewicz

June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(382.84 KB) Additional Information: full citation, abstract, references

Line drawings can convey shape using remarkably minimal visual content. Suggestive contours, which are lines drawn at certain types of view-dependent surface inflections, were proposed recently as a way of improving the effectiveness of computer-generated line drawings. This paper extends previous work on static suggestive contours to dynamic and

real-time settings. We analyze movement of suggestive contours with respect to changes in viewpoint, and offer techniques for improving the quality of ...

Keywords: contours, differential geometry, graphics hardware, line drawings, non-photorealistic rendering, silhouettes

4 Interactive multiresolution hair modeling and editing

Tae-Yong Kim, Ulrich Neumann

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(9.63 MB) Additional Information: full citation, abstract, references, citings, index terms

Human hair modeling is a difficult task. This paper presents a constructive hair modeling system with which users can sculpt a wide variety of hairstyles. Our Multiresolution Hair Modeling (MHM) system is based on the observed tendency of adjacent hair strands to form clusters at multiple scales due to static attraction. In our system, initial hair designs are quickly created with a small set of hair clusters. Refinements at finer levels are achieved by subdividing these initial hair clusters. U ...

Keywords: generalized cylinders, hair modeling, hair rendering, level of detail, multiresolution modeling

5 Making faces

Brian Guenter, Cindy Grimm, Daniel Wood, Henrique Malvar, Fredric Pighin

July 1998 **Proceedings of the 25th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.70 MB) Additional Information: full citation, references, citings, index terms

6 Real-time fur over arbitrary surfaces

Jerome Lengyel, Emil Praun, Adam Finkelstein, Hugues Hoppe

March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Full text available: pdf(5.68 MB) Additional Information: full citation, references, citings, index terms

Keywords: hair rendering, lapped textures, volume textures

7 Geometry compression

Michael Deering

September 1995 **Proceedings of the 22nd annual conference on Computer graphics and interactive techniques**

Full text available: pdf(158.94 KB) ps(5.44 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D graphics hardware, compression, geometry compression

8 Image-based reconstruction of spatial appearance and geometric detail

Hendrik P. A. Lensch, Jan Kautz, Michael Goesele, Wolfgang Heidrich, Hans-Peter Seidel

April 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 2

Full text available: pdf(302.22 KB) Additional Information: full citation, abstract, references, citings, index terms

Real-world objects are usually composed of a number of different materials that often show subtle changes even within a single material. Photorealistic rendering of such objects

requires accurate measurements of the reflection properties of each material, as well as the spatially varying effects. We present an image-based measuring method that robustly detects the different materials of real objects and fits an average bidirectional reflectance distribution function (BRDF) to each of them. In or ...

Keywords: BRDF measurement, normal map acquisition, photometric stereo, shape from shading, spatially varying BRDFs

9 Parallel lumigraph reconstruction

Peter-Pike Sloan, Charles Hansen

October 1999 **Proceedings of the 1999 IEEE symposium on Parallel visualization and graphics**

Full text available: pdf(939.98 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents three techniques for reconstructing Lumigraphs/Lightfields on commercial ccNUMA parallel distributed shared memory computers. The first method is a parallel extension of the software-based method proposed in the Lightfield paper. This expands the ray/two-plane intersection test along the film plane, which effectively becomes scan conversion. The second method extends this idea by using a shear/warp factorization that accelerates rendering. The third technique runs on an ...

10 Simplifying polygonal models using successive mappings

Jonathan Cohen, Dinesh Manocha, Marc Olano

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(1.25 MB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: levels-of-detail, linear programming, model simplification, projection, surface approximation

Results 1 - 10 of 10

Terms used **viewpoint angle texel**

Found **56** of **145,831**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

☐ Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 20 of 56

Result page: **1** 2 3 next

Relevance scale

1 Session 7: rendering: Detail synthesis for image-based texturing

Ryan M. Ismert, Kavita Bala, Donald P. Greenberg

April 2003 **Proceedings of the 2003 symposium on Interactive 3D graphics**

Full text available: pdf(3.31 MB) Additional Information: full citation, abstract, references, index terms

Image-based modeling techniques permit the creation of visually interesting geometric models from photographs. But traditional image-based texturing (IBT) techniques often result in extracted textures of poor, uneven quality. This paper introduces a novel technique to improve the quality of image-based textures. We compute a simple and efficient texture quality metric based on the Jacobian of the imaging transform. We identify the correlation between the values of the Jacobian metric and the lev ...

Keywords: image-based modeling, texture mapping

2 3D texture: TensorTextures: multilinear image-based rendering

M. Alex O. Vasilescu, Demetri Terzopoulos

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(768.66 KB) Additional Information: full citation, abstract, references, index terms

This paper introduces a tensor framework for image-based rendering. In particular, we develop an algorithm called TensorTextures that learns a parsimonious model of the bidirectional texture function (BTF) from observational data. Given an ensemble of images of a textured surface, our nonlinear, generative model explicitly represents the multifactor interaction implicit in the detailed appearance of the surface under varying photometric angles, including local (per-texel) reflectance, complex me ...

Keywords: Bidirectional Texture Function, Image-Based Rendering, Multilinear Algebra, Statistical Learning, Tensor Decomposition, Tensors, Textured Surface Rendering

3 Virtual GIS: A Real-Time 3D Geographic Information System

David Koller, Peter Lindstrom, William Ribarsky, Larry F. Hodges, Nick Faust, Gregory Turner

October 1995 **Proceedings of the 6th conference on Visualization '95**

Full text available: pdf(969.98 KB) Publisher Site Additional Information: full citation

4 Relief texture mapping

Manuel M. Oliveira, Gary Bishop, David McAllister

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.58 MB) Additional Information: full citation, abstract, references, citings, index terms

We present an extension to texture mapping that supports the representation of 3-D surface details and view motion parallax. The results are correct for viewpoints that are static or moving, far away or nearby. Our approach is very simple: a relief texture (texture extended with an orthogonal displacement per texel) is mapped onto a polygon using a two-step process: First, it is converted into an ordinary texture using a surprisingly simple 1-D forward transform. The result ...

Keywords: image-based rendering, range images, rendering, texture mapping

5 Projective and view-dependent textures: Textured depth meshes for real-time rendering of arbitrary scenes

Stefan Jeschke, Michael Wimmer
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**

Full text available: pdf(1.38 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents a new approach to generate textured depth meshes (TDMs), an impostor-based scene representation that can be used to accelerate the rendering of static polygonal models. The TDMs are precalculated for a fixed viewing region (view cell).The approach relies on a layered rendering of the scene to produce a voxel-based representation. Secondary, a highly complex polygon mesh is constructed that covers all the voxels. Afterwards, this mesh is simplified using a special error metric ...

6 Evaluation of high performance multicache parallel texture mapping

Alexis Vartanian, Jean-Luc Béchennec, Nathalie Drach-Temam
July 1998 **Proceedings of the 12th international conference on Supercomputing**

Full text available: pdf(1.06 MB) Additional Information: full citation, references, citings, index terms

7 View direction, surface orientation and texture orientation for perception of surface shape

Graeme Sweet, Colin Ware
May 2004 **Proceedings of the 2004 conference on Graphics interface**

Full text available: pdf(750.94 KB) Additional Information: full citation, abstract, references

Textures are commonly used to enhance the representation of shape in non-photorealistic rendering applications such as medical drawings. Textures that have elongated linear elements appear to be superior to random textures in that they can, by the way they conform to the surface, reveal the surface shape. We observe that shape following hache marks commonly used in cartography and copper-plate illustration are locally similar to the effect of the lines that can be generated by the intersection o ...

Keywords: shape from texture, surface shape perception, textures, visualization

8 Interactive display of very large textures

David Cline, Parris K. Egbert
October 1998 **Proceedings of the conference on Visualization '98**

Full text available: pdf(1.59 MB) Additional Information: full citation, references, citings, index terms
Publisher Site

Keywords: bandwidth-limited resource, interactivity, real-time display, texture caching, texture mapping

9 Projective and view-dependent textures: Microfacet billboarding
Shuntaro Yamazaki, Ryusuke Sagawa, Hiroshi Kawasaki, Katsushi Ikeuchi, Masao Sakauchi
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**

Full text available: pdf(5.43 MB) Additional Information: full citation, abstract, references, citings, index terms

Rendering of intricately shaped objects that are soft or cluttered is difficult because we cannot accurately acquire their complete geometry. Since their geometry varies drastically, modeling them using fixed facets can lead to severe artifacts when viewed from singular directions. In this paper, we propose a novel modeling method, "microfacet billboarding," which uses view-dependent "microfacets" with view-dependent textures. The facets discretely approximate the geometry of the object and are ...

10 Increased photorealism for interactive architectural walkthroughs
Rui Bastos, Kenneth Hoff, William Wynn, Anselmo Lastra
April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**

Full text available: pdf(1.38 MB) Additional Information: full citation, references, citings, index terms

Keywords: BRDF, global illumination, glossy, image warping, interactive walkthroughs

11 Computational Approaches to Image Understanding
Michael Brady
January 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 1

Full text available: pdf(10.04 MB) Additional Information: full citation, references, citings, index terms

12 Visualization of large terrains in resource-limited computing environments
Boris Rabinovich, Craig Gotsman
October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(904.60 KB) Publisher Site Additional Information: full citation, references, citings, index terms

Keywords: interactive graphics, level-of-detail, terrain rendering

13 Appearance modelling and rendering: Appearance based object modeling using texture database: acquisition, compression and rendering
R. Furukawa, H. Kawasaki, K. Ikeuchi, M. Sakauchi
July 2002 **Proceedings of the 13th Eurographics workshop on Rendering**

Full text available: pdf(757.34 KB) Additional Information: full citation, abstract, references, citings

Image-based object modeling can be used to compose photorealistic images of modeled objects for various rendering conditions, such as viewpoint, light directions, etc. However, it is challenging to acquire the large number of object images required for all combinations of capturing parameters and to then handle the resulting huge data sets for the model. This paper presents a novel modeling method for acquiring and preserving appearances of objects. Using a specialized capturing platform, we fir ...

14 Silhouette clipping
Pedro V. Sander, Xianfeng Gu, Steven J. Gortler, Hugues Hoppe, John Snyder
July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(6.31 MB) Additional Information: full citation, abstract, references, citings, index terms

Approximating detailed with coarse, texture-mapped meshes results in polygonal

silhouettes. To eliminate this artifact, we introduce silhouette clipping, a framework for efficiently clipping the rendering of coarse geometry to the exact silhouette of the original model. The coarse mesh is obtained using progressive hulls, a novel representation with the nesting property required for proper clipping. We describe an improved technique for constructing texture and normal maps over this coarse ...

Keywords: level of detail algorithms, rendering algorithms, texture mapping, triangle decimation

15 Lightfield acquisition & display: DISCO: acquisition of translucent objects

Michael Goesele, Hendrik P. A. Lensch, Jochen Lang, Christian Fuchs, Hans-Peter Seidel

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(526.75 KB) Additional Information: full citation, abstract, references, index terms

Translucent objects are characterized by diffuse light scattering beneath the object's surface. Light enters and leaves an object at possibly distinct surface locations. This paper presents the first method to acquire this transport behavior for arbitrary inhomogeneous objects. Individual surface points are illuminated in our DISCO measurement facility and the object's impulse response is recorded with a high-dynamic range video camera. The acquired data is resampled into a hierarchical model of ...

Keywords: Acquisition, BSSRDF, Reflection Model, Subsurface Scattering, Translucency

16 Stylized rendering techniques for scalable real-time 3D animation

Adam Lake, Carl Marshall, Mark Harris, Marc Blackstein

June 2000 **Proceedings of the 1st international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(2.25 MB) Additional Information: full citation, references, citings, index terms

Keywords: cartoon effects, cartoon rendering, pencil sketch rendering, real-time nonphotorealistic animation and rendering, silhouette edge detection, stylized rendering

17 Polynomial texture maps

Tom Malzbender, Dan Gelb, Hans Wolters

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(4.37 MB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present a new form of texture mapping that produces increased photorealism. Coefficients of a biquadratic polynomial are stored per texel, and used to reconstruct the surface color under varying lighting conditions. Like bump mapping, this allows the perception of surface deformations. However, our method is image based, and photographs of a surface under varying lighting conditions can be used to construct these maps. Unlike bump maps, these Polynomial Texture Maps (PTMs) al ...

Keywords: graphics hardware, illumination, image processing, image-based rendering, reflectance & shading models, texture mapping

18 Real-time rendering: Interactive rendering of suggestive contours with temporal coherence

Doug DeCarlo, Adam Finkelstein, Szymon Rusinkiewicz

June 2004 **Proceedings of the 3rd international symposium on Non-photorealistic animation and rendering**

Full text available: pdf(382.84 KB) Additional Information: full citation, abstract, references

Line drawings can convey shape using remarkably minimal visual content. Suggestive

contours, which are lines drawn at certain types of view-dependent surface inflections, were proposed recently as a way of improving the effectiveness of computer-generated line drawings. This paper extends previous work on static suggestive contours to dynamic and real-time settings. We analyze movement of suggestive contours with respect to changes in viewpoint, and offer techniques for improving the quality of ...

Keywords: contours, differential geometry, graphics hardware, line drawings, non-photorealistic rendering, silhouettes

19 Reflection space image based rendering

Brian Cabral, Marc Olano, Philip Nemec

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(6.11 MB) Additional Information: full citation, references, citings, index terms

Keywords: image based rendering, interactive rendering and shading, reflection mapping, texture mapping

20 Homomorphic factorization of BRDF-based lighting computation

Lutz Latta, Andreas Kolb

July 2002 **ACM Transactions on Graphics (TOG) , Proceedings of the 29th annual conference on Computer graphics and interactive techniques**, Volume 21 Issue 3

Full text available: pdf(2.81 MB) Additional Information: full citation, abstract, references, citings, index terms

Several techniques have been developed to approximate Bidirectional Reflectance Distribution Functions (BRDF) with acceptable quality and performance for realtime applications. The recently published *Homomorphic Factorization* by McCool et al. is a general approximation approach that can be used with various setups and for different quality requirements.In this paper we propose a new technique based on the Homomorphic Factorization. Instead of approximating the BRDF, our technique factoriz ...

Keywords: illumination, reflectance & shading model, rendering, rendering hardware, texture mapping

Terms used **viewpoint angle texel magnify**

Found **1** of **145,831**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 1 of 1

Relevance scale

1 Parameterized environment maps

Ziyad S. Hakura, John M. Snyder, Jerome E. Lengyel

March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Full text available: pdf(9.54 MB) Additional Information: full citation, references, citings, index terms

Keywords: Fresnel modulation, IBR, parameterized texture maps, ray tracing, reflections, surface light fields

Results 1 - 1 of 1

Terms used **viewpoint angle texture magnify**

Found **20** of **145,831**

Sort results by: relevance

Display results: expanded form

Save results to a Binder

Search Tips

☐ Open results in a new window

Try an Advanced Search

Try this search in The ACM Guide

Results 1 - 20 of 20

Relevance scale

1 Intuitive control of "bird's eye" overview images for navigation in an enormous virtual environment

Shinji Fukatsu, Yoshifumi Kitamura, Toshihiro Masaki, Fumio Kishino

November 1998 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(2.07 MB) Additional Information: full citation, references, citings, index terms

2 Real-time techniques for 3D flow visualization

Anton Fuhrmann, Eduard Gröller

October 1998 **Proceedings of the conference on Visualization '98**

Full text available: pdf(1.07 MB) Additional Information: full citation, references, citings, index terms

Publisher Site

Keywords: flow visualization, focussing, interaction, magic lens, texturing, virtual environments

3 The out of box experience: lessons learned creating compelling VRML 2.0 content

Sam Chen, Rob Myers, Rick Pasetto

February 1997 **Proceedings of the second symposium on Virtual reality modeling language**

Full text available: pdf(1.25 MB) Additional Information: full citation, references, index terms

Keywords: VRML, navigation techniques, three-dimensional user interface, virtual environments, virtual worlds

4 Model-based object recognition in dense-range images—a review

Farshid Arman, J. K. Aggarwal

March 1993 **ACM Computing Surveys (CSUR)**, Volume 25 Issue 1

Full text available: pdf(3.42 MB) Additional Information: full citation, abstract, references, citings, index terms, review

The goal in computer vision systems is to analyze data collected from the environment and derive an interpretation to complete a specified task. Vision system tasks may be divided into data acquisition, low-level processing, representation, model construction, and matching subtasks. This paper presents a comprehensive survey of model-based vision systems using dense-range images. A comprehensive survey of the recent publications in

each subtask pertaining to dense-range image object recogni ...

Keywords: 3D object recognition, 3D representations, CAD-based vision, dense-range images, image understanding

5 Environment matting and compositing

Douglas E. Zongker, Dawn M. Werner, Brian Curless, David H. Salesin

July 1999 **Proceedings of the 26th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(1.76 MB) Additional Information: full citation, references, citings, index terms

Keywords: alpha channel, augmented reality, blue spill, blue-screen matting, clip art, colored transparency, environment map, environment matte, image-based rendering, interactive lighting design, reflection, refraction

6 High resolution virtual reality

Michael Deering

July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques**, Volume 26 Issue 2

Full text available: pdf(4.27 MB) Additional Information: full citation, references, citings, index terms

Keywords: head-tracking, stereoscopic display, virtual reality

7 Accelerating time-varying hardware volume rendering using TSP trees and color-based error metrics

David Ellsworth, Ling-Jen Chiang, Han-Wei Shen

October 2000 **Proceedings of the 2000 IEEE symposium on Volume visualization**

Full text available: pdf(305.84 KB) Additional Information: full citation, references, citings, index terms

Keywords: graphics hardware, scalar field visualization, time-varying fields, volume rendering, volume visualization

8 Parameterized environment maps

Ziyad S. Hakura, John M. Snyder, Jerome E. Lengyel

March 2001 **Proceedings of the 2001 symposium on Interactive 3D graphics**

Full text available: pdf(9.54 MB) Additional Information: full citation, references, citings, index terms

Keywords: Fresnel modulation, IBR, parameterized texture maps, ray tracing, reflections, surface light fields

9 Real-time hatching

Emil Praun, Hugues Hoppe, Matthew Webb, Adam Finkelstein

August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(6.06 MB) Additional Information: full citation, abstract, references, citings, index terms

Drawing surfaces using hatching strokes simultaneously conveys material, tone, and form. We present a real-time system for non-photorealistic rendering of hatching strokes over arbitrary surfaces. During an automatic preprocess, we construct a sequence of mipmapped

hatch images corresponding to different tones, collectively called a *tonal art map*. Strokes within the hatch images are scaled to attain appropriate stroke size and density at all resolutions, and are organized to maintain c ...

Keywords: chicken-and-egg problem, line art, multitexturing, non-photorealistic rendering

10 Session C2: bio-medical I: Case study: an environment for understanding protein simulations using game graphics

Donna Gresh, Frank Suits, Yuk Yin Sham

October 2001 **Proceedings of the conference on Visualization '01**

Full text available: pdf(470.15 KB) Publisher Site

Additional Information: full citation, abstract, references, index terms

We describe a visualization system designed for interactive study of proteins in the field of computational biology. Our system incorporates multiple, custom, three-dimensional and two-dimensional linked views of the proteins. We take advantage of modern commodity graphics cards, which are typically designed for games rather than scientific visualization applications, to provide instantaneous linking between views and three-dimensional interactivity on standard personal computers. Furthermore, w ...

Keywords: computational biology, directX, game graphics, molecular dynamics, molecular modeling, proteins, visualization

11 Modeling and visualization: Strategies for interactive exploration of 3D flow using evenly-spaced illuminated streamlines

Oliver Mattausch, Thomas Theußl, Helwig Hauser, Eduard Gröller

April 2003 **Proceedings of the 19th spring conference on Computer graphics**

Full text available: pdf(1.10 MB) Additional Information: full citation, abstract, references

This paper presents several strategies to interactively explore 3D flow. Based on a fast illuminated streamlines algorithm, standard graphics hardware is sufficient to gain interactive rendering rates. Our approach does not require the user to have any prior knowledge of flow features. After the streamlines are computed in a short preprocessing time, the user can interactively change appearance and density of the streamlines to further explore the flow. Most important flow features like velocity ...

Keywords: 3D flow visualization, focus-context visualization, illuminated streamlines, interactive exploration

12 The metaDESK: models and prototypes for tangible user interfaces

Brygg Ullmer, Hiroshi Ishii

October 1997 **Proceedings of the 10th annual ACM symposium on User interface software and technology**

Full text available: pdf(1.51 MB) Additional Information: full citation, references, citings, index terms

Keywords: augmented reality, haptic input, input devices, tangible user interfaces, ubiquitous computing

13 An interface for sketching 3D curves

Jonathan M. Cohen, Lee Markosian, Robert C. Zeleznik, John F. Hughes, Ronen Barzel

April 1999 **Proceedings of the 1999 symposium on Interactive 3D graphics**

Full text available: pdf(662.01 KB) Additional Information: full citation, references, citings, index terms

Keywords: 3D modeling, curve manipulation, interactive shadows

14 3-dimensional pliable surfaces: for the effective presentation of visual information
M. Sheelagh T. Carpendale, David J. Cowperthwaite, F. David Fracchia
December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**
Full text available: pdf(1.13 MB) Additional Information: full citation, references, citings, index terms

Keywords: 3D interactions, distortion viewing, information visualization, interface design issues, interface metaphors, screen layout

15 A pyramid-based approach to interactive terrain visualization
James Kaba, Joseph Peters
November 1993 **Proceedings of the 1993 symposium on Parallel rendering**
Full text available: pdf(2.18 MB) Additional Information: full citation, references, citings, index terms

Keywords: image rotation, mip maps, parallel rendering, pyramids, scan-line algorithms, terrain rendering

16 Interactive visualization of mixed scalar and vector fields
Lichan Hong, Xiaoyang Mao, A. Kaufman
October 1995 **Proceedings of the 6th conference on Visualization '95**
Full text available: pdf(1.41 MB) Additional Information: full citation, abstract
Publisher Site

This paper describes an approach for interactive visualization of mixed scalar and vector fields, in which vector icons are generated from pre-voxelized icon templates and volume-rendered together with the volumetric scalar data. This approach displays simultaneously the global structure of the scalar field and the detailed features of the vector field. Interactive visualization is achieved with incremental image update, by re-rendering only a small portion of the image wherever and whenever a c ...

17 Collisions and perception
Carol O'Sullivan, John Dingliana
July 2001 **ACM Transactions on Graphics (TOG)**, Volume 20 Issue 3
Full text available: pdf(1.13 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Level of Detail (LOD) techniques for real-time rendering and related perceptual issues have received a lot of attention in recent years. Researchers have also begun to look at the issue of perceptually adaptive techniques for plausible physical simulations. In this article, we are particularly interested in the problem of realistic collision simulation in scenes where large numbers of objects are colliding and processing must occur in real-time. An interruptible and therefore degradable collisio ...

Keywords: Animation, collision handling, graphics and perception, simulation levels of detail, time-critical computing

18 A widget framework for augmented interaction in SCAPE
Leonard D. Brown, Hong Hua, Chunyu Gao
November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**
Full text available: pdf(8.29 MB) mov(6:51 MIN) wmv(6:51 MIN) Additional Information: full citation, abstract, references, index terms

We have previously developed a collaborative infrastructure called SCAPE - an acronym for Stereoscopic Collaboration in Augmented and Projective Environments - that integrates the traditionally separate paradigms of virtual and augmented reality. In this paper, we extend SCAPE by formalizing its underlying mathematical framework and detailing three augmented Widgets constructed via this framework: CoCylinder, Magnifier, and CoCube. These devices promote intuitive ways of selecting, examining, an ...

Keywords: augmented reality (AR), head-mounted display (HMD), head-mounted projective display (HMPD), human computer Interaction (HCI), tangible user interface (TUI), virtual reality (VR)

19 Volume rendering

Robert A. Drebin, Loren Carpenter, Pat Hanrahan

June 1988 **ACM SIGGRAPH Computer Graphics , Proceedings of the 15th annual conference on Computer graphics and interactive techniques**, Volume 22 Issue 4

Full text available: pdf(4.94 MB) Additional Information: full citation, abstract, references, citings, index terms

A technique for rendering images of volumes containing mixtures of materials is presented. The shading model allows both the interior of a material and the boundary between materials to be colored. Image projection is performed by simulating the absorption of light along the ray path to the eye. The algorithms used are designed to avoid artifacts caused by aliasing and quantization and can be efficiently implemented on an image computer. Images from a variety of applications are shown.

Keywords: computer tomography, image processing, magnetic resonance imaging (MRI), medical imaging, non-destructive evaluation (NDE), scientific visualization

20 Stigma and the sensorial experience of objects: The fabric of society: a proposal to investigate the emotional and sensory experience of wearing denim clothing

Fiona Jane Candy

June 2003 **Proceedings of the 2003 international conference on Designing pleasurable products and interfaces**

Full text available: pdf(403.24 KB) Additional Information: full citation, abstract, references, index terms

This paper introduces a project that intends to utilise research methods derived from experience within Art and Design, to investigate the sensory and emotional experience of wearing denim clothing in public. The researcher will provide an explanation of context and identify the range of research methods under consideration. The project is based on the premise that as a 21st century mass-produced product, denim typifies the processes inherent within design and commercial culture. Although cultur ...

Keywords: denim, design, identity, jeans, material culture, society

Results 1 - 20 of 20

Your search matched **0** of **1094442** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

viewpoint <and> angle <and> texel Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

Results:
No documents matched your query.

Your search matched **5** of **1094442** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

viewpoint <and> angle <and> texture Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

1 **Progressive coding of 3D textured graphic model via joint mesh-texture optimization**
Sheng Yang; Meiyin Shen; Kuo, C.C.J.;
Acoustics, Speech, and Signal Processing, 2004. Proceedings. (ICASSP '04). IEEE International Conference on , Volume: 5 , 17-21 May 2004
Pages:V - 945-8 vol.5

[Abstract] [PDF Full-Text (371 KB)] **IEEE CNF**

---

2 **Conveying shape with texture: experimental investigations of texture's effects on shape categorization judgments**
Kim, S.; Hagh-Shenas, H.; Interrante, V.;
Visualization and Computer Graphics, IEEE Transactions on , Volume: 10 , Issue: 4 , July-Aug. 2004
Pages:471 - 483

[Abstract] [PDF Full-Text (5176 KB)] **IEEE JNL**

---

3 **Design and implementation of panoramic movie system by using commodity 3D graphics hardware**
Yamamoto, T.; Doi, M.;
Computer Graphics International, 2003. Proceedings , 9-11 July 2003
Pages:14 - 19

[Abstract] [PDF Full-Text (705 KB)] **IEEE CNF**

---

4 **Virtualized reality: concepts and early results**
Kanade, T.; Narayanan, P.J.; Rander, P.W.;
Representation of Visual Scenes, 1995. (In Conjuction with ICCV'95), Proceedings IEEE Workshop on , 24 June 1995
Pages:69 - 76

[Abstract] [PDF Full-Text (796 KB)] **IEEE CNF**

---

5 **Computer reconstruction of 2-D photographs from alternative viewpoints**

Duffy, N.D.;
Electronic Images and Image Processing in Security and Forensic Science, IEE Colloquium on , 22 May 1990
Pages:1/1 - 1/4

Your search matched **0** of **1094442** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

viewpoint <and> angle <and> texture <and> magnify Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

Results:
No documents matched your query.

Welcome to IEEE Xplore
- Home
- What Can I Access?
- Log-out

Tables of Contents
- Journals & Magazines
- Conference Proceedings
- Standards

Search
- By Author
- Basic
- Advanced
- CrossRef

Member Services
- Join IEEE
- Establish IEEE Web Account
- Access the IEEE Member Digital Library

IEEE Enterprise
- Access the IEEE Enterprise File Cabinet

Your search matched **0** of **1094442** documents.
A maximum of **500** results are displayed, **15** to a page, sorted by **Relevance** in **Descending** order.

Refine This Search:
You may refine your search by editing the current search expression or entering a new one in the text box.

viewpoint <and> angle <and> texel <and> offset Search

☐ Check to search within this result set

Results Key:
JNL = Journal or Magazine **CNF** = Conference **STD** = Standard

---

Results:
No documents matched your query.